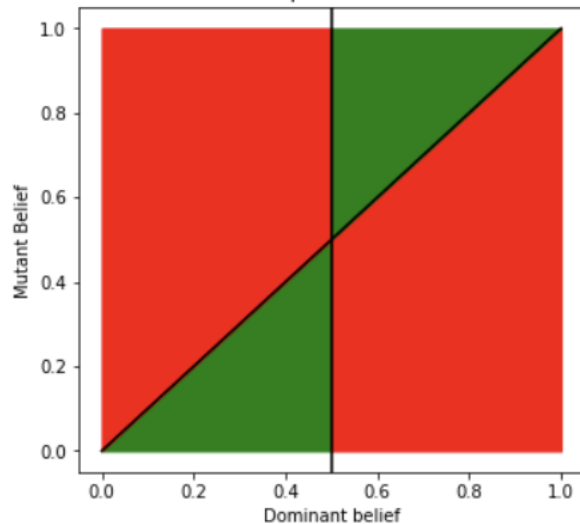
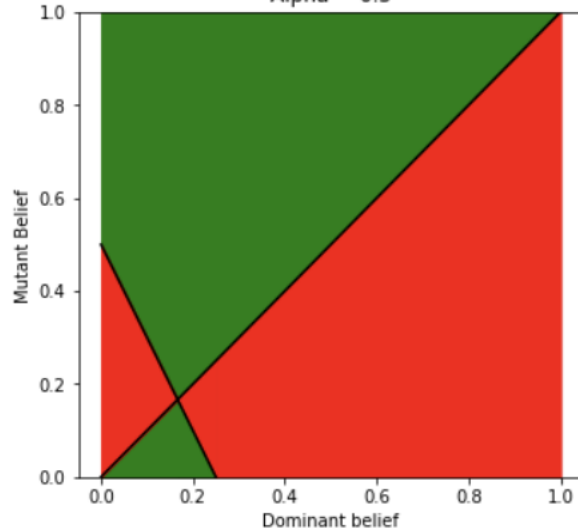


# PIP Graphs. Payoff Matrix = [4,1;3,2]

Alpha = 0.0



Alpha = 0.5



Alpha = 1.0

